

Listing of Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-48. (Canceled)

49. (Currently amended) A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor and having first encrypted gaming data stored in the memory and second encrypted gaming data stored in the memory, said first encrypted gaming data having been generated by encrypting gaming data utilizing an encryption key of a first gaming organization and said second encrypted gaming data having been generated by encrypting gaming data utilizing an encryption key of a second gaming organization,

said controller being programmed to retrieve said first encrypted gaming data from the memory;

said controller being programmed to decrypt said first encrypted gaming data utilizing an encryption key of said first gaming organization to form first decrypted gaming data;

said controller being programmed to retrieve said second encrypted gaming data from the memory;

said controller being programmed to decrypt said second encrypted gaming data utilizing an encryption key of said second gaming organization to form second decrypted gaming data; ~~and data;~~

said controller being programmed to determine whether said first decrypted gaming data decrypted by using the encryption key of said first gaming organization is identical to said second decrypted gaming data decrypted by using the encryption key of said second gaming organization; and

said controller being programmed to enable a game play operation on the gaming apparatus upon determining that said first decrypted gaming data is identical to said second decrypted gaming data.

50. (Previously Presented) A gaming apparatus as defined in claim 49 wherein said controller is programmed to cause said display unit to generate a game display representing poker, blackjack, slots, keno, or bingo.

51. (Previously Presented) A gaming apparatus as defined in claim 49 wherein said first gaming data comprises substantially all gaming data necessary to facilitate play of a casino game.

52. (Previously Presented) A gaming apparatus as defined in claim 49 wherein said display unit comprises a video display unit that is capable of generating video images.

53. (Previously Presented) A gaming apparatus as defined in claim 49, wherein the first gaming organization comprises a gaming data authoring organization and the second gaming organization comprises a gaming regulatory organization.

54. (Currently amended) A method of operating a gaming apparatus, said method comprising:
retrieving from a memory first encrypted gaming data generated by encrypting gaming data relating to a casino game utilizing an encryption key of a first gaming organization;
decrypting said first encrypted gaming data with an encryption key of said first gaming organization to form first decrypted gaming data;
retrieving from the memory second encrypted gaming data generated by encrypting gaming data relating to a casino game with an encryption key of a second gaming organization;
decrypting said second encrypted gaming data utilizing an encryption key of said second gaming organization to form second decrypted gaming data; ~~and data;~~
determining whether said first decrypted gaming data decrypted by using the encryption key of said first gaming organization is identical to said second decrypted gaming data decrypted by using the encryption key of said second gaming organization; and
enabling a game play operation on the gaming apparatus upon determining that said first decrypted gaming data is identical to said second decrypted gaming data.

55. (Previously Presented) A method as defined in claim 54 additionally comprising generating

a game display representing poker, blackjack, slots, keno, or bingo on the gaming apparatus.

56. (Previously Presented) A method as defined in claim 54 comprising retrieving from the memory gaming data that comprises substantially all gaming data necessary to facilitate play of a casino game.

57. (Previously Presented) A method as defined in claim 54, wherein the first gaming organization comprises a gaming data authoring organization and the second gaming organization comprises a gaming regulatory organization.